

GAME BOY ADVANCE™



**INSTRUCTION BOOKLET
INSTRUKTIONSBOK
INSTRUKTIONSBOG
KÄYTTÖOHJEET**

CONTENTS

Controls	4
Preparing for Combat	5
Game Screen	5
Rules of Engagement	6
Map Menu	10
Fog of War	12
Mode Select Details	12
Essential Intel Dossier	22
Playing Multi Game Pak play,	
1 Game Pak play	32



CONTROLS

L Button

Move cursor to units awaiting orders.

+ Control Pad

- Move cursor
- Make menu selections

START

- Begin game
- Display **Overview Map**
- Skip opening cinema

SELECT

- Display **Map Menu**
- Reorder troop display (See chapter "Map Menu".)

R Button

Display INTEL on units and terrain features.

A Button

- Confirm selections
- Display **Map Menu**
- Display movement range

B Button

- Cancel selections
- Display attack range (When cursor is on a unit while the B Button is being held.)
- Highlight all units (When cursor is not on a unit while the B Button is being held.)

PREPARING FOR COMBAT

Insert the **ADVANCE WARS™** Game Pak into your Game Boy Advance™.

NOTE: This Game Pak is not for use with Game Boy™ or Game Boy™ Color game systems. When you turn the power ON, the GAME BOY logo will appear followed by the **Language Selection Screen** where you can choose one of the languages (ENGLISH, DEUTSCH, FRANCAIS or ESPAÑOL) using the **+** Control Pad. Then press the A Button to confirm and the opening cinema will be shown. Once the opening cinema is finished, or once you press the A Button or START, you'll see the **Title Screen**.



NAME ENTRY

Press **START** or the **A Button** on the **Title Screen** to move to the **Name Entry Screen**, then enter any name you like. Use the **+** Control Pad to choose a letter and the **A Button** to confirm your selection. Press the **B Button** to cancel a selection. When you have finished entering your name, move the cursor to **OK** and press the **A Button**.



! Once you have saved a game in progress, the **Name Entry Screen** will no longer be displayed.

GAME SCREEN

The **Game Screen** is the battlefield, and the orange army units are yours to command. Units are individual components of your army that you use like chess pieces. A single unit can have as many as ten **HP (Hit Points)**. Do your best to remember this.



! Use the **+** Control Pad to move the cursor. The cursor can be used to select units, terrain, and menu selections.

Neutral city

Unit in your army

Your field HQ

Base controlled by
your army

Cursor



Current funds

CO (Commanding
Officer) name

Enemy unit

Intel received from
cursor

RULES OF ENGAGEMENT

COMBAT PROGRESSION

Battles consist of a CO issuing orders to his or her deployed units, then selecting END to complete that turn. All COs in the field do the same. When all the armies have finished issuing orders, day one of the battle is complete. This process repeats until one army emerges victorious.

DEPLOYMENT AND FUNDS

War Funds

It takes FUNDS to deploy units into the field. You receive funds by capturing and holding neutral or enemy properties.* The more properties, the more funds your army receives. Unused funds are carried over to the next turn.

** Cities, airports, ports, and bases are the only properties that can be captured.*

! Funds cannot be carried from one map to the next.

6

Unit Deployment

To deploy units, place the cursor on a deployment property – a base, airport, or port – and press the A Button. Then on the **Deployment Menu** use \uparrow and \downarrow on the \oplus Control Pad to select the unit you want to deploy and press the A Button to confirm the decision.

! New units can be used on the turn following their deployment.

! A single army can deploy a maximum of fifty units.

TROOP MOVEMENT

To move a unit, you must first select it. Place the cursor on the unit you want to move and press the A Button. Once a unit is selected, its movement range is displayed. Place the cursor in the space you want to move the unit to and press the A Button. The unit will follow the path shown by the Movement Arrow.*

* The Movement Arrow is the red arrow that traces the route from the selected unit to its destination.

After a unit reaches its selected destination, the WAIT command appears. When you select this command, the unit changes to a darker colour. Darkened units cannot receive further orders until the next turn.

! You can move all of your units using these steps. You cannot deploy more than one unit per space.

About Fuel

Units consume fuel as they move. Planes and ships burn fuel even when they are not moving. When out of fuel, ground forces are unable to move, while air and naval units either crash or sink.

PROPERTY CAPTURE

When you move an INFANTRY or MECH (mechanised infantry) unit to a neutral or enemy property, the capture command (CAPT) appears. Select this command to make your unit begin securing that property.



Unit Capturing a Base



Capture Animation

ATTACKING THE ENEMY

When a unit is in position to attack the enemy, FIRE will appear in the **Command Menu**. Select this command to display the Attack Cursor. Use the + Control Pad to choose which enemy unit to attack and press the A Button. Your unit will then begin its attack.

You command both direct and indirect combat units. Direct combat units move into attack position next to the enemy and fire in the same turn. Indirect combat units must move into attack position some distance from the enemy and then wait a turn before firing. The benefit of indirect fire is that the attacking unit is safe from counterattack. Developing a strategy that uses these two distinct unit types successfully is one of the keys to becoming a solid CO.

! *The attack range varies among indirect combat units.*

If you reduce an enemy unit's HP to zero, the unit vanishes from the field of battle. Of course, the same thing occurs if one of your units has its HP reduced to zero.

SUPPLIES

You must supply your units with fuel and ammo. There are two ways for units to receive supplies. First, all units that are on bases or adjacent to an APC (Armored Personnel Carrier) will have their fuel and ammo automatically replenished at the beginning of each turn. The units on bases will also regain two HP. You can also resupply a unit by moving an APC into an adjacent space and selecting **SUPPLY** from the **Command Menu**.

! *All units are capable of receiving supplies. If there are multiple supply vehicles deployed, they can all distribute supplies.*

! *Air units receive supplies in airports. Naval units receive supplies in ports. Naval units stopped on shoals can also receive supplies from lander units.*



JOINING

You can join two units of identical type to form one unit. This is useful when you have units that are low in HP. To join units, move one unit onto a space occupied by a unit of the same type and select **JOIN** from the **Command Menu**. Press the A Button to confirm your command and make the units merge to form a single unit. The newly formed unit's HP is the total of the two single units' HP.

! *You cannot join two units together if one of the units has ten HP. A newly formed unit's maximum HP is ten, even if the total of the two original units' HP exceeds ten.*

LOADING

Transport units* have the ability to carry other units from place to place. To load a unit onto a transport vehicle, move the unit you want to load to a space occupied by a transport unit and select **LOAD** from the **Command Menu**. An icon will appear on any transport vehicles carrying units. Place the cursor on a transport vehicle to view the type of unit it is transporting.

*APCs, transport copters, landers, and cruisers are all transport units.



APC

Unit to be Transported

- ! *The loading of units depends on the type of transport unit and the terrain.*
- ! *Units being transported will not take damage if the transport unit is fired upon. However, if a transport unit is destroyed while carrying a unit, the unit it is carrying is also destroyed.*

UNLOADING

To unload a unit, select DROP from the **Command Menu**, use the **+** Control Pad to select where you want to unload the unit, and confirm your selection with the A Button.

- ! *If there are two units being transported, use **+** and **+** on the **+** Control Pad to select which unit to unload. Transport units capable of carrying two units can unload both units during the same turn.*

BATTLE OUTCOME

VICTORY

There are two ways to win a battle: HQ Capture and Rout. HQ Capture requires one of your infantry or mech units to capture the enemy HQ. To win by Rout, you must defeat all deployed enemy units.

- ! *Depending on the rule settings and the map being battled on, Base Capture may also be a means to achieve victory.*

DEFEAT

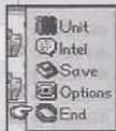
There are three ways to lose on the field of battle: HQ Capture, Rout, and White Flag. HQ Capture occurs when the enemy captures your HQ. Rout occurs when all of your units are destroyed. White Flag occurs when you give up and choose YIELD from the **Options Menu** on the **Map Menu**.

- ! *The terms for victory vary between game modes.*

MAP MENU

To display the **Map Menu**, place the cursor on an unoccupied space on a map and press the A Button.

! The contents of the **Map Menu** may vary between game modes.



UNIT

UNIT displays vital intel about all of your deployed troops. Use \uparrow and \downarrow to scroll through the units displayed and \leftarrow and \rightarrow to scroll through the display headings. Press SELECT to reorder the unit listing to match the selected display heading.

Unit Intel Screen

- TYPE: The name of the unit
HP: The number of HP per unit
GAS: The amount of fuel per unit
RDS (Rounds): The number of primary weapon rounds per unit

INTEL

Select INTEL and then STATUS to view information on the current battle. Use the \leftarrow Control Pad to select a menu option and press the A Button to confirm your choice.

STATUS

The **Battle Status Screen** displays the current map name, day of battle, number of bases held by each army, number of neutral bases, and information on funds. The **Unit Status Screen** displays intel on the total number of units deployed, number remaining, and number defeated.

TERMS [Campaign Mode only]

I will inform you of the terms of victory for each map in **Campaign Mode**.

RULES [VS. MODE and LINK MODE only]

This selection allows you to check the TEAMS and RULES settings. However you can't change settings on this screen.

! The menu contents may differ between game modes.

CO

Select CO to view OFFICER DOSSIERS for the Commanding Officers participating in the current battle. Press \uparrow and \downarrow or the R and L Buttons to switch between dossiers. Use \leftarrow and \rightarrow to scroll through the OFFICER DOSSIERS.

SAVE

This command lets you save your game's progress.

BE CAREFUL! You will have to repeat any unsaved actions if you turn your system OFF. Saving frequently is often an important part of a good strategy.

REMEMBER! This game does not have an auto-save function, so it's up to you to include saving in your battle plans.

! Only one file per game mode is available for saving. *LINK MODE* games can't be saved.

Deleting All Game Data

Press and hold the L Button, \rightarrow , and SELECT when turning the power ON to bring up the **Delete Game Data Screen**. Use \rightarrow to select YES and confirm with the A Button.

! *BE CAREFUL!* Deleted game data cannot be restored.

OPTIONS

The **Options Menu** contains game setup selections. Use \uparrow and \downarrow to select the setup you want to change and then press the A Button to make changes.

MUSIC

Turn the game music ON or OFF.

VISUALS

Set which visuals to display during game play.

VISUAL A: Display both Battle and Capture animation.

VISUAL B: Display Battle animation only.

VISUAL C: Display player Battle animations only.

NO VISUAL: Display no animation.

DELETE

Select the unit you want to delete with \uparrow , \downarrow , \leftarrow , and \rightarrow , then press the A Button to confirm.

YIELD

Select YES and confirm your choice with the A Button to yield and forfeit the battle.

EXIT MAP

This selection lets you return to the **Mode Select Menu** at any point during a battle. Choose YES and press the A Button to confirm your selection and end the battle.

! *The contents of the **Options Menu** and the game setups that you can change may differ between game modes.*

END

After you finish issuing commands for your turn, select END to end your turn and press the A Button to confirm.

FOG OF WAR

On some maps, you will encounter a phenomenon called the FOG OF WAR. FOG OF WAR limits visibility, so your units can only see as far as their individual vision ranges allow. The vision range is different for each unit. Infantry and mech units can increase their vision ranges by three spaces when they climb mountains.

! For more information on individual units' vision ranges, see chapter "Essential Intel Dossier."



MODE SELECT DETAILS



FIELD TRAINING

In FIELD TRAINING, you can gain actual battle experience while I instruct you in the art of war. On the **Mode Select Screen**, use \uparrow and \downarrow to choose FIELD TRAINING, and press the A Button to confirm your selection. On the following screen, use \uparrow and \downarrow to select the map you want to play, then press the A Button to confirm.

VS. MODE

On the **Mode Select Screen**, use \uparrow and \downarrow to choose VS. MODE and press the A Button to confirm your selection.

Playing VS. MODE

To play VS. MODE, you need one Game Boy Advance game system and one **ADVANCE WARS** Game Pak.

Player 1 issues commands to his or her units first. When Player 1 is finished, he or she passes the game system to Player 2. Player 2 issues orders and then passes the system to Player 3 who follows the same procedure. When Player 4 completes his or her turn, he or she passes the system to Player 1. The players continue to take turns in this fashion until the battle is complete.

! This explanation is for a four-player game with four human players. If there are only three human players, the computer controls the additional army and takes its turn at the appropriate time.

When you first play the game, your only Menu option is NEW. After that, you will also see CONTINUE.

At first, there will be four different maps available for VS. MODE play. To select the type of map, use ← and →. Use ↑ and ↓ to select the map you want to use, then press the A Button to confirm your choice.



Map Types for VS. MODE

- PRE-DEPLOYED** On this type of map you enter combat with a set type and number of pre-deployed units. You cannot deploy any additional units.
- 3P MAPS** Select this option to vie for victory on maps designed specifically for three-player combat.
- 4P MAPS** These maps let you pit your tactical skills against three other armies in a no-mercy melee.
- WAR ROOM** WAR ROOM maps become available once the mode itself is opened for play.

❗ You can buy additional maps with Advance Wars Coins, which you can earn in the **Field Training** and **Campaign Modes**. For more information on purchasing maps, see paragraph "Battle Maps".

After you select a map, the **CO Select Screen** appears. Choose the officers you want to use and set whether each one will be controlled by a human player or by the computer. Use ← and → to move between headings or ↑ and ↓ to choose settings for them.

❗ In battles of three or more armies, you can create teams by assigning flags to each army. Armies under the same flag are allied and will battle cooperatively. Next, set the combat **RULES** to your liking using ← and → to move between the rules then ↑ and ↓ to change the rule setups.



RULES

FOG	Turn FOG OF WAR ON or OFF. Selecting ON limits the vision range to that of each individual unit.
WEATHER	Select between CLEAR, SNOW, RAIN, and RANDOM. RANDOM allows for climate changes throughout the course of the game.
FUNDS	Set the amount of money received per allied base. This affects the number and type of unit you can deploy during battle.
TURN	Set the number of days combat will continue. Victory is awarded to the army with the most bases at the end of the pre-determined time limit.
CAPT	Choose to have victory determined by the number of bases captured during game play. The game ends when the set number of bases have been captured.
POWER	Turn the CO powers ON or OFF. Choosing ON allows you to use your commanding officer's special power. Each CO has a different power.
VISUALS	Select the animation setup that you prefer. The animation options are the same as those explained in the Options Menu .

❗ *Once a game is started, the rules cannot be changed.*

LINK MODE

Choose this mode and link up two or more Game Boy

Advance systems with the appropriate number of Game Boy Advance Game Link™ cables (sold separately).

❗ *LINK MODE includes both MULTI-PAK and SINGLE-PAK game modes. Note that the number of Game Paks needed to play each mode is different.*

MULTI-PAK (2-4 Players)

To play MULTI-PAK Link, you need one Game Boy Advance system and one Game Pak per person.

❗ *Before playing, you need to connect all game systems with Game Link cables.*

See chapter "Playing Multi Game Pak play, 1 Game Pak play" for details.

On the **Mode Select Menu**, use \uparrow and \downarrow to select LINK MODE and press the A Button to confirm. On the next screen, select MULTI-PAK using the same steps. When you're done, the **Player Entry Screen** will appear.

Once all participating players have been entered, Player 1 should press START to begin data transmission.

❗ *Do not turn the power OFF or disconnect any Game Link cables during data transmission.*



LINK FAILURE

The **Link Failure Screen** appears if an error occurs during linking. If this happens, turn all game systems OFF, check all Game Link cable connections and begin the data transmission setup again.

Once data transmission is complete, the **Map Select Screen** is displayed on all game screens. Select the map type with \leftarrow and \rightarrow , then select the map to be used with \uparrow and \downarrow .

- ! Any player can select a map for game play.
- ! Map availability varies depending on the number of players.

Next, the **Team Select Screen** will come up. Each player will use \leftarrow and \rightarrow to choose a CO.

- ! In battles of three or more armies, you can create **TEAMS** by assigning flags to each army. Armies under the same flag are allied and will battle cooperatively.

RULES setup is next. Use \leftarrow and \rightarrow to move between the rules and \uparrow and \downarrow to change the rule setups. Press the A Button to confirm setup and begin the game.

- ! The **Rules Screen** is displayed on all linked game systems.
- ! The **RULES** setup cannot be changed once the game begins.
- ! The computer cannot control an army in this mode.

SINGLE-PAK (2-4 Players)

To play **SINGLE-PAK Link**, you need one Game Boy Advance system per player but only one Game Pak.

- ! Before playing, you need to connect all game systems with Game Link cables. See chapter "Playing Multi Game Pak play, 1 Game Pak play" for details.



Link Failure Screen



Map Select Screen



Teams Select Screen



Rules Screen



In the **Mode Select Menu**, use \uparrow and \downarrow to select **LINK MODE** and press the A Button to confirm. On the next screen, repeat the same steps to select **SINGLE-PAK**. The **Player Entry Screen** will then be displayed on Player 1's game system. Player 1 should confirm the number of player entries and press **START**.

❗ Only Player 1's game system will display the **Player Entry Screen**. All other players' systems will display the **GAME BOY** logo.

Next, the **Download Screen** will appear on all players' game screens. When download begins, the **NOW LOADING** message will appear.

❗ It will take a few moments for the download process to finish.

❗ Do not turn the power OFF or disconnect any Game Link cables during the download process.

DATA TRANSMISSION FAILURE

The **Data Transmission Failure Screen** appears if an error occurs during data transmission. If this happens, turn all game systems OFF, check all Game Link cable connections and begin the download setup again.

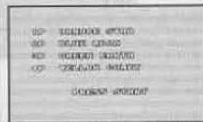
Once the download process is complete, **PRESS START** is displayed on Player 1's screen. Player 1 must then press **START** to begin the game.

❗ The computer performs map selection and rule setup in **Single-Pak Mode**.
The **map menu** options are specific to this mode.

❗ **SINGLE-PAK** games cannot be saved.



Data Transmission Failure Screen



Download Success Screen

TRADE MAPS (2-4 Players)

To trade maps, you need one game system and one Game Pak per participant.

❗ Before trading, you need to connect all game systems with Game Link cables. See chapter "Playing Multi Game Pak play, 1 Game Pak play" for details.

Trade Maps Mode lets you send and receive maps designed in the **Design Maps Mode**. The person sending map data is the **Sender**, and the person receiving the map data is the **Receiver**. The **Sender** can send map data to all linked players.

- ❗ Only one Map Data File can be sent at a time.
- ❗ Map data cannot be sent if that data has not first been saved.

All players need to select **LINK MODE** on the **Mode Select Screen** using \leftarrow and \rightarrow and then pressing the A Button. On the following screen, all players use the same steps to select **TRADE MAPS**. The **Player Entry Screen** is displayed next, and once each player has been entered, Player 1 must press **START**. This will begin data transmission.

- ❗ Do not turn the power OFF or disconnect any Game Link cables during data transmission.

LINK FAILURE

The **Link Failure Screen** appears if an error occurs during linking. If this happens, turn all game systems OFF, check all Game Link cable connections and begin the data transmission setup again.

Once data transmission is complete, the **Sender Select Screen** appears on all players' game systems. Use \leftarrow and \rightarrow to select the player who will be the Sender.

- ❗ All players must select the same Sender.

SENDER

The **Map Select Screen** will be displayed on the Sender's game system. The Sender should use \leftarrow and \rightarrow to select a map data to send.

RECEIVER

The **Map Save Screen** will appear on the Receivers' game systems. The Receivers must use \leftarrow and \rightarrow to select the area where they wish to save incoming map data. Up to three maps can be saved on the **Map Save Screen**.

- ❗ Do not turn the power OFF or disconnect any Game Link cables during data transmission.



Link Mode Menu Screen



Player Entry Screen



Link Failure Screen



Sender Select Screen



Map Select Screen



Map Save Screen

DATA TRANSMISSION FAILURE

The **Data Transmission Failure Screen** appears if an error occurs during data transmission. If this happens, turn all game systems OFF, check all Game Link cable connections, and begin the data transmission setup again.



Waiting Screen



Data Transmission Failure Screen

SENDER

Once the data transmission is complete, the **Data Transmission Complete Screen** appears on the Sender's screen. The game then returns to the **Link Mode Menu Screen**.

RECEIVER

After the received map data has been saved, the **Data Transmission Complete Screen** appears on the Receivers' screens. The game then returns to the **Link Mode Menu Screen**.



Data Transmission Complete Screen

! Maps traded in this mode can be used in **VS. MODE** and **Multi-Pak Modes**.

CAMPAIGN

In **Campaign Mode**, you join forces with three Orange Star Army COs to face an array of enemy commanders as you battle your way across the map. Use \uparrow and \downarrow to select **CAMPAIGN**, then press the A Button to confirm your choice.

! The first time you select **Campaign Mode**, you can only select **NEW** from the **Menu Screen**. After you have some saved game data, **CONTINUE** will become an option.

WAR ROOM

The **War Room Mode** lets you develop your strategic skills by competing for high scores and rankings in single battles. On the **Mode Select Screen**, use \uparrow and \downarrow to select **WAR ROOM**, then press the A Button to confirm your choice.

The **Map Select Screen** will be displayed next. Select the map you want to use with \uparrow and \downarrow , then confirm your choice with the A Button.



Map Select Screen

! A series of question marks (???) on the **Map Select Screen** denotes maps that can be purchased at **BATTLE MAPS**.

Use \leftarrow and \rightarrow to select the CO you want to use on the **CO Select Screen**. Press the A Button to confirm your choice and begin the game.



CO Select Screen

STATS

Select **Stats Mode** to view your combat history. To select **Stats Mode** on the **Mode Select Screen**, use

\leftarrow and \rightarrow to highlight **STATS**, then press the A Button to confirm your selection. Next, choose either **RANK** or **RECORDS** using the same methods. Your rank as a special advisor in **Campaign Mode** is listed in **RANK**. **RECORDS** shows the top five scores for individual **WAR ROOM** maps.



BATTLE MAPS

Go to **BATTLE MAPS** to spend your hard-earned **Advance Wars Coins**. You can gain coins in both the **Campaign** and **War Room Modes**. The proprietor of **BATTLE MAPS** is a knowledgeable and friendly fellow named Hachi. He knows just about all there is to know about **ADVANCE WARS** and will sometimes share his information with you. I recommend not only shopping at **BATTLE MAPS**, but dropping in from time to time just to chat. You can purchase additional maps here and also hire new **Commanding Officers**. Enter **BATTLE MAPS** by selecting it on the **Mode Select Screen** and pressing the A Button. Use \leftarrow and \rightarrow to scroll through items for sale and press the A Button to purchase them.

! You will not be able to purchase items if you do not have enough coins.

DESIGN MAPS

If you want to create your own original maps, this is the mode for you. You can battle on the maps that you create in **VS. MODE** and **Multi-Pak Mode**. You can also trade your maps with friends in the **Trade Maps Mode**. Select **DESIGN MAPS** on the **Mode Select Screen** with \leftarrow , \rightarrow , and the A Button.

Creating Original Maps

Once you open the **Design Maps Mode**, use the L and R Buttons to pull up unit and terrain feature menus. Scroll through the choices with \leftarrow and \rightarrow , and press the A Button to place the selected item on the map. When placing army units and bases, use \leftarrow and \rightarrow to scroll through the available colours.

DESIGN MAPS Menus

TERRAIN FEATURES MENU

This menu includes HQs, cities, and all types of bases, as well as roads, woods, rivers, and other terrain features.

UNIT MENU

Here you can choose from infantry, mech, tank, rocket, and other ground units. You can also deploy air units, such as bombers, battle copters, and naval units, including battle ships, cruisers, and landers.

DESIGN MAPS Controls



! You cannot erase terrain features once they are placed on the map, but you can replace them with other features. Select the new feature, then place the cursor over the feature you want to replace and press the A Button.

! You can delete any deployed army unit by selecting DEL (delete) from the **Unit Menu**, placing the cursor on the unit you want to recall, and pressing the A Button.

Rules for Creating Maps

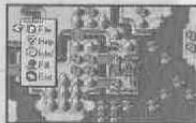
There are certain conditions that must be met in order for a map to be used for combat. There must be at least two HQs on the map. The map must also contain at least one deployed unit or one production base for each army HQ.

❗ Once your map is ready for combat, you will see **PLAY OK** on-screen.

About the Menu Windows

Press **SELECT** to bring up the **Design Maps Menu**. Use \uparrow and \downarrow to select a menu item and press the **A Button** to confirm your choice.

Use \uparrow and \downarrow to select a **File Menu** item and press the **A Button** to confirm your choice.



Select this to load a previously saved map. Use \uparrow and \downarrow to select a map and press the **A Button** to confirm.

Come here to save a map you are designing. Use the \uparrow Control Pad to select the place you want to save to and press the **A Button** to confirm.

To name your map, select this menu item. Once you select **NAME ENTRY**, the **Name Entry Screen** will be displayed.

HELP
INTEL
FILL
END

HELP contains instructions on **DESIGN MAPS** controls and map rules.

To view the current number of cities and bases on a map, select **INTEL**.

Choose **FILL** to fill an entire map with one terrain feature.

If you choose RANDOM on the Fill Menu, the computer will design a map with random terrain features.

Select **END** to return to the **Mode Select Screen**.

ESSENTIAL INTEL DOSSIER

UNIT INTEL

Each unit in **ADVANCE WARS** has its own special traits. Knowing the strengths and weaknesses of your army will allow you to formulate a more precise and complete strategy.

- ! *Units that use two weapons automatically switch between weapons depending on the enemy unit they are attacking.*
- ! *Some units carry no weapons.*

Viewing Data

Number of Primary Weapon Rounds		Secondary Weapon Name (Secondary Weapons have unlimited ammo)	
Primary Weapon Name			Range of Fire
Weapon One	Ammo	Weapon Two	Fire
	9		1
Vision	Move	Gas	Cost
3	6	70	7,000
Vision Range in FOG OF WAR	Movement Range	Fuel Capacity	Deployment Cost

When transport units, marked with ★, are destroyed, so are any units that they are transporting.

Ground Units



INFANTRY

Cheapest unit to deploy. Can capture new bases, but has weak firepower.

Weapon One		Ammo	Weapon Two	Fire
None		None	Mech. Gun	1
Vision	Move	Gas	Cost	
2	3	99	1,000	



Mechanized Infantry (MECH)

Uses bazookas against vehicles. Strong against tanks, and also able to capture bases.

Weapon One		Ammo	Weapon Two	Fire
Bazookas		3	Mech. Gun	1
Vision	Move	Gas	Cost	
2	2	70	3,000	



RECON

Strong in combat against infantry units. Has a large movement range.

Weapon One		Ammo	Weapon Two	Fire
None		None	Mech. Gun	1
Vision	Move	Gas	Cost	
5	8	80	4,000	



TANK

A small, inexpensive tank. Its large movement range makes it easy to deploy.

Weapon One		Ammo	Weapon Two	Fire
Tank Cannon		9	Mech. Gun	1
Vision	Move	Gas	Cost	
3	6	70	7,000	



MD TANK

Possesses the strongest offensive and defensive ratings among ground forces.

Weapon One		Ammo	Weapon Two	Fire
Md Tank Cannon		8	Mech. Gun	1
Vision	Move	Gas	Cost	
1	5	50	16,000	



APC ★

Able to transport infantry and mech units. Can also deliver fuel and ammo. Carries no weapons.

Weapon One		Ammo	Weapon Two	Fire
None		None	None	None
Vision	Move	Gas	Cost	
1	6	70	5,000	



Mobile Artillery (ARTLRY)

An inexpensive indirect-combat unit. Fires on enemy units from a distance.

Weapon One		Ammo	Weapon Two	Fire
Cannon		9	None	2-3
Vision	Move	Gas	Cost	
1	5	50	6,000	



Anti-Air (A-AIR)

A specialised unit that is strong against air, infantry, and mech units. Can't cope with tanks, though.

Weapon One		Ammo	Weapon Two	Fire
Vulcan Cannon		9	None	1
Vision	Move	Gas	Cost	
2	6	60	8,000	



Rocket Launcher (ROCKETS)

A powerful unit capable of firing on both ground and naval units from a distance.

Weapon One		Ammo	Weapon Two	Fire
Rockets		6	None	3-5
Vision	Move	Gas	Cost	
1	5	50	15,000	



MISSILES

Wreaks havoc on air units. Has a large vision range in FOG OF WAR.

Weapon One		Ammo	Weapon Two	Fire
Surface-to-Air Missiles		6	None	3-5
Vision	Move	Gas	Cost	
5	4	50	12,000	

Air Units



FIGHTER

Rules the skies and inflicts heavy damage on other air units.

Weapon One		Ammo	Weapon Two	Fire
Missiles		9	None	1
Vision	Move	Gas	Cost	
2	9	99	20,000	



BOMBER

Inflicts heavy damage on both ground and naval units.

Weapon One		Ammo	Weapon Two	Fire
Bombs		9	None	1
Vision	Move	Gas	Cost	
2	7	99	22,000	



Battle Copter (B CPTR)

Can fire on many types of units, which makes it easy to deploy and invaluable on the field.

Weapon One	Ammo	Weapon Two	Fire
Air-to-Surface Missiles	6	Mach. Gun	1
Vision	Move	Gas	Cost
3	6	99	9,000



Transport Copter (T CPTR) ★

Can transport both mech and infantry units. Carries no weapons and cannot fire.

Weapon One	Ammo	Weapon Two	Fire
None	None	None	None
Vision	Move	Gas	Cost
2	6	99	5,000

Naval Units



Battle Ship (B SHIP)

Has a huge attack range. Its cannon does tremendous damage against other naval units.

Weapon One	Ammo	Weapon Two	Fire
Cannon	9	None	2-6
Vision	Move	Gas	Cost
2	5	99	28,000



LANDER ★

Can carry up to two ground units at a time.

Weapon One	Ammo	Weapon Two	Fire
None	None	None	None
Vision	Move	Gas	Cost
1	6	99	12,000



CRUISER ★

Can do heavy damage to subs and air units. Can also transport up to two copters at a time.

Weapon One	Ammo	Weapon Two	Fire
Anti-Sub Missiles	9	A.A.M. Guns	1
Vision	Move	Gas	Cost
3	6	99	18,000



SUB

When submerged, can be attacked only by cruisers. Can only be found by colliding with it.

Weapon One	Ammo	Weapon Two	Fire
Torpedo	6	None	1
Vision	Move	Gas	Cost
5	5	60	20,000

TERRAIN INTEL

Terrain plays an important role in formulating an optimum battle strategy, as it affects troop movement and may also provide defensive cover.



Headquarter (HQ)

Each army in the field has a headquarters that acts as its base of operations. An HQ can supply ammo and fuel, restore HP, and provide superior defensive cover for all ground units. Victory is yours if you can capture your enemy's HQ.



BASE

Bases are the deployment points for all ground units. In addition to providing supplies and HP to these units, they also provide high defensive cover.



Airport (ARPR)

Air units enter the field of battle from these air bases, and they are also where air units receive supplies and regain HP. The defensive cover rating of airports is high.



PORT

Ports are the deployment points for all naval units, and they also provide them with ammo, fuel, and places to regain HP. Ports are safe havens for ships and subs because of their excellent defensive cover.



CITY

Cities can be allied, neutral or controlled by the enemy. Both infantry and mech units can capture neutral and enemy cities, which then become able to provide ground units with supplies and HP.



ROAD

Roads allow units to traverse maps without hindrance, but they offer no other terrain benefits.



PLAIN

Plains are the most common type of terrain found in **ADVANCE WARS**. The terrain benefits are limited to minimum defensive cover.



WOOD

When **FOG OF WAR** is present, units deployed in woods can be seen only by units adjacent to them and by air units. The defensive cover benefit of woods is above average.



Mountain (MT)

Only mech, infantry and air units can travel over mountains. In **FOG OF WAR**, mech and infantry units increase their vision range by three when in the mountains. Mountains offer great defensive cover.



RIVER

Rivers cross much of the terrain in **ADVANCE WARS**. They can only be traversed by infantry, mech, and air units. Rivers offer no defensive cover.



Bridge (BRDG)

Bridges are essential, because they allow ground units to cross bodies of water. Bridges provide no other terrain benefits.



SEA

Seas are traversable by naval and air units only. Seas offer no terrain benefits.



SHOAL

Shoals provide loading and unloading points for landers. Almost all units can travel upon shoals, but they provide no defensive cover.



REEF

When **FOG OF WAR** is present, units deployed in reefs can only be seen by adjacent units and air units. Aside from this attribute, reefs offer little in beneficial features.

Another map feature is **WEATHER**. Depending on the map being used, it will sometimes rain or snow. These climatic conditions affect the movement range of all deployed units.

For detailed terrain information, place the cursor on a specific terrain feature and press the R Button. This is a useful tool for reconnoitering maps and developing a strategy specific to that map.

Mountain intel under normal conditions.



Mountain intel under snowy conditions.



OFFICER DOSSIERS

The following dossiers contain brief profiles of each of the Commanding Officers of the armies in **ADVANCE WARS**. Intel on these individuals is limited, so it's important to compile more complete summaries through extensive game play. Each CO has a special, unique **CO POWER** that becomes usable when his or her CO Power Meter is full. The CO Power Meter gains energy automatically during combat.

ORANGE STAR

ANDY

SKILL

Andy is a well-balanced CO with no real weaknesses.

POWER: HYPER REPAIR

Restores two HP to all of Andy's damaged units.



MAX

SKILL

All of Max's direct combat units have superior firepower. However, his indirect combat units are a little weak, and their attack range is limited.

POWER: MAX FORCE

Boosts the attack power of all of Max's direct combat units.



SAMI

SKILL

Sami is an infantry specialist. Her mech and infantry are experts at capturing and securing new bases. Her transport units also have a large movement range.

POWER: DOUBLE TIME

Increases the already large movement range of all of Sami's infantry and mech units.



BLUE MOON

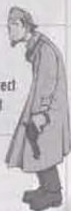
GRIT

SKILL

Grit is a long-distance attack master, which gives his indirect combat units an extended attack range. His direct combat units have a low firepower rating.

POWER: SNIPE ATTACK

Increases both the range and strength of Grit's formidable indirect combat units.



OLAF

SKILL

Olaf has an affinity for cold weather, and his troops are not affected by snow. Rainy weather, however, does shorten their movement range.

POWER: BLIZZARD

Causes snow to fall, which adversely affects all units except Olaf's own.



GREEN EARTH

EAGLE

SKILL

Eagle is master of the skies, and his air units are very powerful. In contrast, Eagle's naval units are fairly weak.

POWER: LIGHTNING STRIKE

Enables all of Eagle's troops, with the exception of infantry and mech units, to attack twice in one turn.



DRAKE

SKILL

Drake rules the seas, as his naval units reign supreme. Air combat is his weak point — his copters and planes are not highly regarded.

POWER: TSUNAMI

Causes a giant wave to rise up and strike, damaging all enemy units.



YELLOW COMET

KANBEI

SKILL

Kanbei hosts an army with exceptional defensive and offensive ratings. However, the deployment costs for his troops are high as well.

POWER: MORALE BOOST

Gives Kanbei's troops a burst of energy and increases their offensive attack abilities.



SONJA

SKILL

The reconnoitering prowess of Sonja's troops allows them a large vision range during FOG OF WAR. They also keep their HP status hidden from the enemy. Sonja suffers from chronic bad luck.

POWER: ENHANCED VISION

Increases the vision range of all of Sonja's units and even allows them to spot units hidden in woods and reefs.



DICTIONARY OF TERMS

Here is a compilation of some terms used in **ADVANCE WARS**. All words and phrases are listed alphabetically.

Air Units

Fighter, bomber, battle copter, and transport copter are the types of air units in **ADVANCE WARS**. All of these units are deployed from airports.

Ambush

An ambush occurs when a unit runs into a hidden or unseen enemy unit and is forced to wait until the next turn to receive new orders. Ambushes can only occur when FOG OF WAR is present or when you happen to find a diving sub.

Bases

Cities, ports, airports, ground bases, and HQs are all terrain features that can be captured. Capturing and holding these types of bases is an essential part of a successful strategy.

Commands

A command is any order to a deployed unit. Commands include FIRE, WAIT, CAPT, etc.

Ground Units

Infantry, mech, recon, tank, Md tank, APC, artillery, rocket, anti-air, and missile are types of ground units found in **ADVANCE WARS**. All of these units are deployed from ground bases.

Indirect Combat

Units with an attack range of two or more spaces can fire on enemy units from a distance and thereby avoid any counterstrikes. This one-sided combat is called indirect combat.

Movement Cost

This term refers to the percentage of a unit's movement range required to traverse specific terrain types.

Naval Units

Battleship, cruiser, lander, and sub are types of naval units in **ADVANCE WARS**. All of these units are deployed from ports.

Neutral Cities

Neutral cities are gray and appear on almost every map. Infantry and mech units can capture these cities to create allied bases.

Special Map Case

Map cases carry additional maps or extended game play. The Special Map Case comes with a complete set of playable maps.

Units

A unit is a group of soldiers or armament of the same type deployed into combat.

Vs. Map Case

The Vs. Map Case is a storage case that allows you to purchase and keep additional two-player Vs. Maps.



MOVEMENT COST CHART

This chart shows the movement cost for unit types on specific terrain.

! Movement cost differs depending on the climate conditions. This chart displays movement cost for clear conditions.

UNIT TYPE	TERRAIN													
	Plains	Rivers	Mtns.	Woods	Roads	Cities	Seas	HQ	Airports	Ports	Bridges	Shoals	Bases	Reefs
Infantry	1	2	2	1	1	1		1	1	1	1	1	1	
Mech	1	1	1	1	1	1		1	1	1	1	1	1	
Medium Tank	1			2	1	1		1	1	1	1	1	1	
Tank	1			2	1	1		1	1	1	1	1	1	
Recon	2			3	1	1		1	1	1	1	1	1	
APC	1			2	1	1		1	1	1	1	1	1	
Artillery	1			2	1	1		1	1	1	1	1	1	
Rocket	2			3	1	1		1	1	1	1	1	1	
Anti-Air	1			2	1	1		1	1	1	1	1	1	
Missile	2			3	1	1		1	1	1	1	1	1	
Fighter	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Bomber	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Battle Copter	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Transport Copter	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Battleship							1			1				2
Cruiser							1			1				2
Lander							1			1		1		2
Sub							1			1				2

COMBAT CHART

The damage done by a unit changes depending on the type of unit it is attacking. The chart below shows the severity of damage a unit will inflict on another unit by ranking them from A–E. A represents the highest damage potential and E the lowest.

ATTACKING UNIT TYPE \ DEFENDING UNIT TYPE	Infantry	Mech	Medium Tank	Tank	Recon	APC	Artillery	Rocket	Anti-Air	Missile	Fighter	Bomber	Battle Copter	Transport Copter	Battleship	Cruiser	Lander	Sub
Infantry	D	D	E	E	E	D	D	D	E	D			E	E				
Mech	C	D	D	C	B	B	B	B	C	B			E	D				
Medium Tank	A	A	C	A	A	A	A	A	A	A			E	C	E	D	D	E
Tank	B	B	D	D	B	B	B	B	C	B			E	D	E	E	E	E
Recon	D	D	E	E	E	D	D	D	E	E			E	D				
APC																		
Artillery	A	A	D	B	B	B	B	B	C	B					D	C	C	C
Rocket	A	A	C	A	A	A	A	A	A	A					C	A	C	A
Anti-Air	A	A	D	D	C	C	C	C	D	C	C	C	A	A				
Missile											A	A	A	A				
Fighter											C	A	A	A				
Bomber	A	A	A	A	A	A	A	A	A	A					B	A	A	A
Battle Copter	B	B	D	C	C	C	C	C	D	C			C	A	D	C	D	D
Transport Copter																		
Battleship	A	A	C	A	A	A	A	A	A	A					B	A	A	A
Cruiser											C	C	A	A				A
Lander																		
Sub															C	D	A	C

PLAYING MULTI GAME PAK PLAY, 1 GAME PAK PLAY



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE GAME LINK™ CABLE.

Necessary Equipment

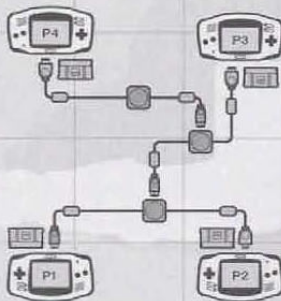
Game Boy Advance systems:	One per player
Game Paks – Multi Game Pak play:	One per player
– 1 Game Pak play:	One Game Pak
Game Boy Advance Game Link cables:	Two players: One cable
	Three players: Two cables
	Four players: Three cables

Linking Instructions

Multi Game Pak play:

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn the Power Switch on each game system ON.
4. Now, follow the instructions for Multi Game Pak play.

- When playing with only two or three players, do not connect any game systems that will not be used.
- The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.



Game Boy Advance and
Game Boy Advance Game Link cable

Consult the diagram when connecting Game Link cables to Game Boy Advance systems. (Note that the small connector is purple and the large connector is gray.)

Scandinavia:
Rejgolan AB

Box 10204, Marks gata 21, 434 23 Kungälv, Sweden.



PRINTED IN GERMANY.